IN THE SPECIFICATION

Please replace paragraph [0020] with the following amended paragraph:

1

[0020] Once the application has been buffered in volatile memory 310, the wireless device's file system 330 stores it to non-volatile memory 300. As indicated in **Figure 3**, the non-volatile memory 1100 300 may be logically divided into a plurality of memory "blocks." As such, applications larger than a single memory block, such as Application E, may be split between two non-contiguous memory blocks (blocks 1 and 4 in the example). In one embodiment, the blocks are 16 Kbytes in size. However, the underlying principles of the invention are not limited to any particular block size.

Please replace paragraph [0022] with the following amended paragraph:

XX

[0022] In one embodiment, the program code is compressed before it is stored to the non-volatile memory 1100 300, thereby conserving additional non-volatile memory space. Either the service 135 may compress the code before it is downloaded or the wireless device 150 may compress the code. Various compression techniques may be employed including, for example, LZ compression and/or Huffman coding. In one embodiment, the program code is compressed as a single unit before it is split between the non-volatile memory blocks.

Please replace paragraph [0025] with the following amended paragraph:

X

[0025] In addition, for authentication purposes, each application downloaded from the service 135 110 may contain a unique signature (e.g., embedded in the application header). Before executing the application and/or before storing the application into non-volatile memory 300, the wireless device 150 will check the signature to authenticate the application (i.e., to verify that the application is one provided by the portal service). In one particular embodiment, the signature is generated at the service 135 using a private key and authenticated on the wireless data processing device 150 using a public key (e.g., which may be stored in a ROM on the device 150).

Please replace paragraph [0026] with the following amended paragraph:



[0026] As illustrated in **Figure 4** after an application (Application E) is stored in non-volatile memory 300 it must be loaded into volatile memory 1110 300 to be executed on the device. If the application is spread across several non-contiguous non-volatile memory blocks, the blocks must be put back together in the correct order for the application to run. Moreover, if the program code is compressed, it must be decompressed.